BRAVE™

The Search for Spirit Dancer

SONY

COMPUTER ENTERTAINMENT ®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Nos. and POWERLINE Nos.

SCES-51635/ANZ

1 Player • Memory Card (8MB) (for PlayStation®2): 206KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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ENGLISH

BRAVE™

The Search for Spirit Dancer

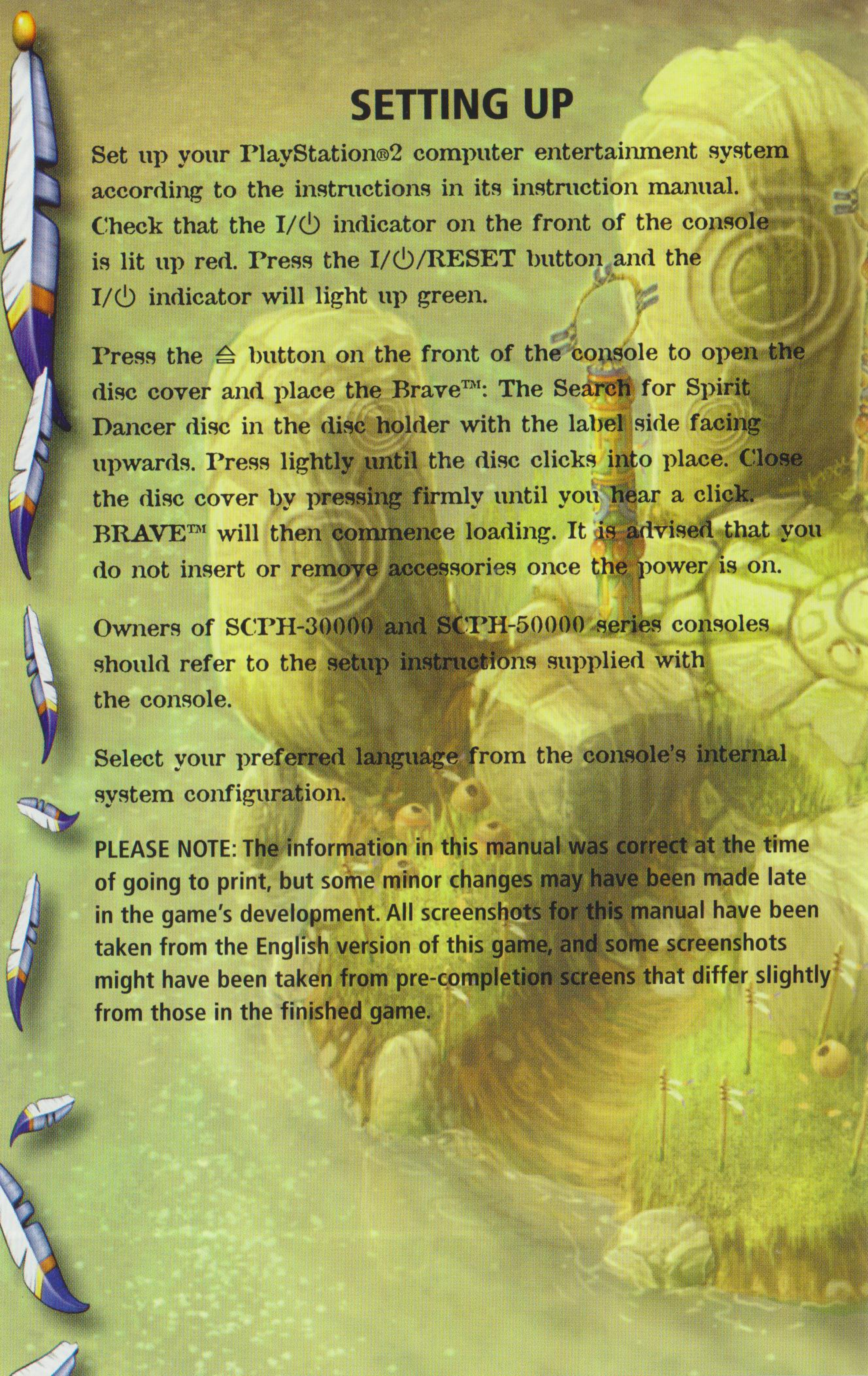
THE BEGINNING OF A GREAT ADVENTURE

Deep in the heart of the Red Tree forest, the village was always a sanctuary for Brave. An orphan since birth, he'd enjoyed a happy childhood there, spending his days swimming in the pools and playing in the glades with his friend Meadow Flower. At night, he dreamt of becoming a great warrior, begging Grey Bear, his guardian, for stories of the legendary Spirit Dancer. 'Soon,' the old storyteller would tell him. 'Soon.'

But that day came sooner than he or anyone else could have expected. His world was turned upside down in an instant and before he realised what was happening, Brave had embarked on a voyage of discovery; an adventure through wondrous, spiritual lands that transcended legend and mythology.

He would learn how to fight and he would learn the ways of the Shaman. For now his village was depending on him. He was the only one who could find Spirit Dancer, the greatest Shaman to ever walk the Earth, and thus save his people from a fate worse than death.

On the morning of that fateful day, Brave was with Meadow Flower, exploring the cliffs and caves at the top of the waterfall. Suddenly they came across a sleeping grizzly bear. And at that moment, the story began...



SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Check that the I/⏻ indicator on the front of the console is lit up red. Press the I/⏻/RESET button and the I/⏻ indicator will light up green.

Press the ⏏ button on the front of the console to open the disc cover and place the Brave™: The Search for Spirit Dancer disc in the disc holder with the label side facing upwards. Press lightly until the disc clicks into place. Close the disc cover by pressing firmly until you hear a click. BRAVE™ will then commence loading. It is advised that you do not insert or remove accessories once the power is on.

Owners of SCPH-30000 and SCPH-50000 series consoles should refer to the setup instructions supplied with the console.

Select your preferred language from the console's internal system configuration.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

MEMORY CARD (8MB) (for PlayStation®2)

PLEASE NOTE: Throughout this manual, the term 'Memory Card' is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1. You can load saved game data from the same Memory Card or any Memory Card containing previously saved game data. Make sure there is enough free space on your Memory Card before commencing play.

An on-screen message will be displayed on boot up referring to the autosave feature used in BRAVE™. Inserting a Memory Card at any point after this message may result in data being overwritten. When the title is autosaving data, a Memory Card icon is displayed on screen. When this icon is displayed, do not remove the Memory Card, controllers or reset/switch off the console.

NOTE: This title only supports the use of MEMORY CARD slot 1.

DIRECTIONAL BUTTONS – MOVEMENT

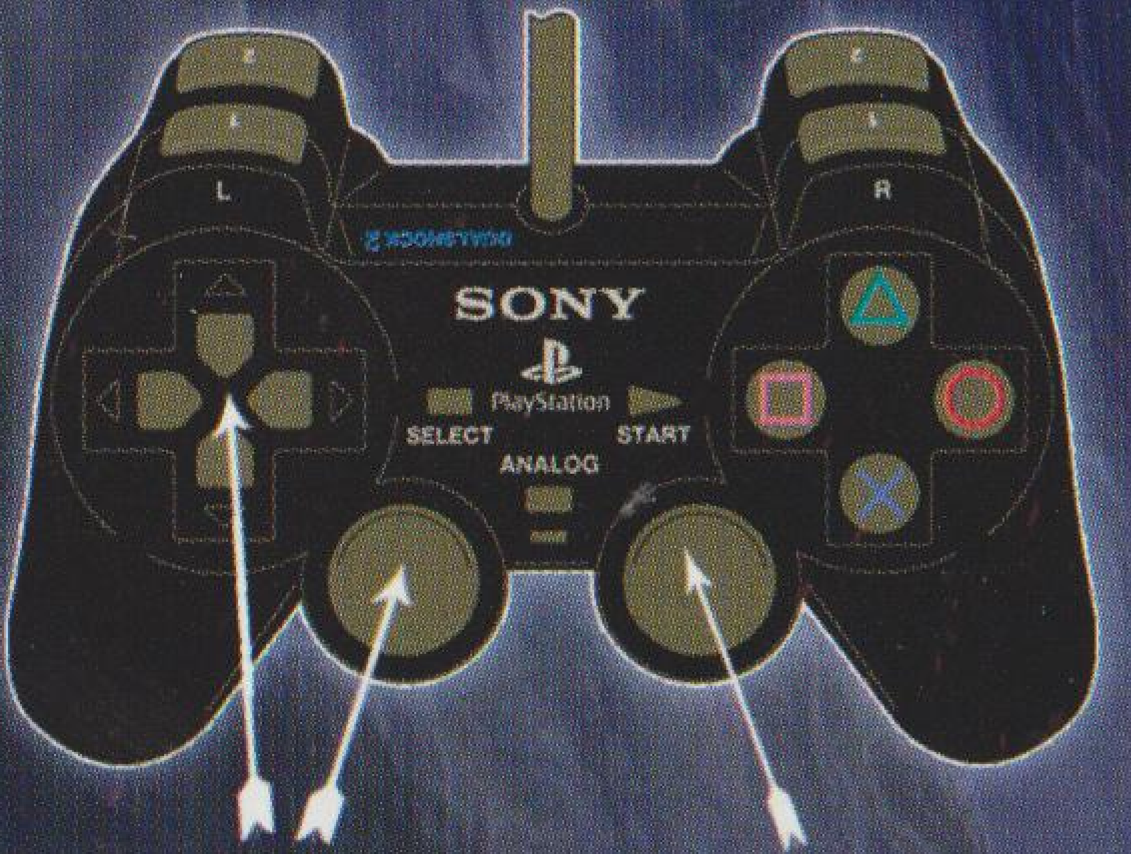
In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the left analog stick unless stated otherwise. On boot up the Analog Controller (DUALSHOCK®2) will default to analog mode (indicator: red).

USING MENU SCREENS

Press the ↑, ↓, ← or → directional buttons to highlight an option, then press the ✕ button to confirm. Press the △ button to return to the previous menu screen.

DEFAULT CONTROLS

ANALOG CONTROLLER (DUALSHOCK®2)



Walk/run/swim/climb

Rotate camera / Zoom in/out in first person mode

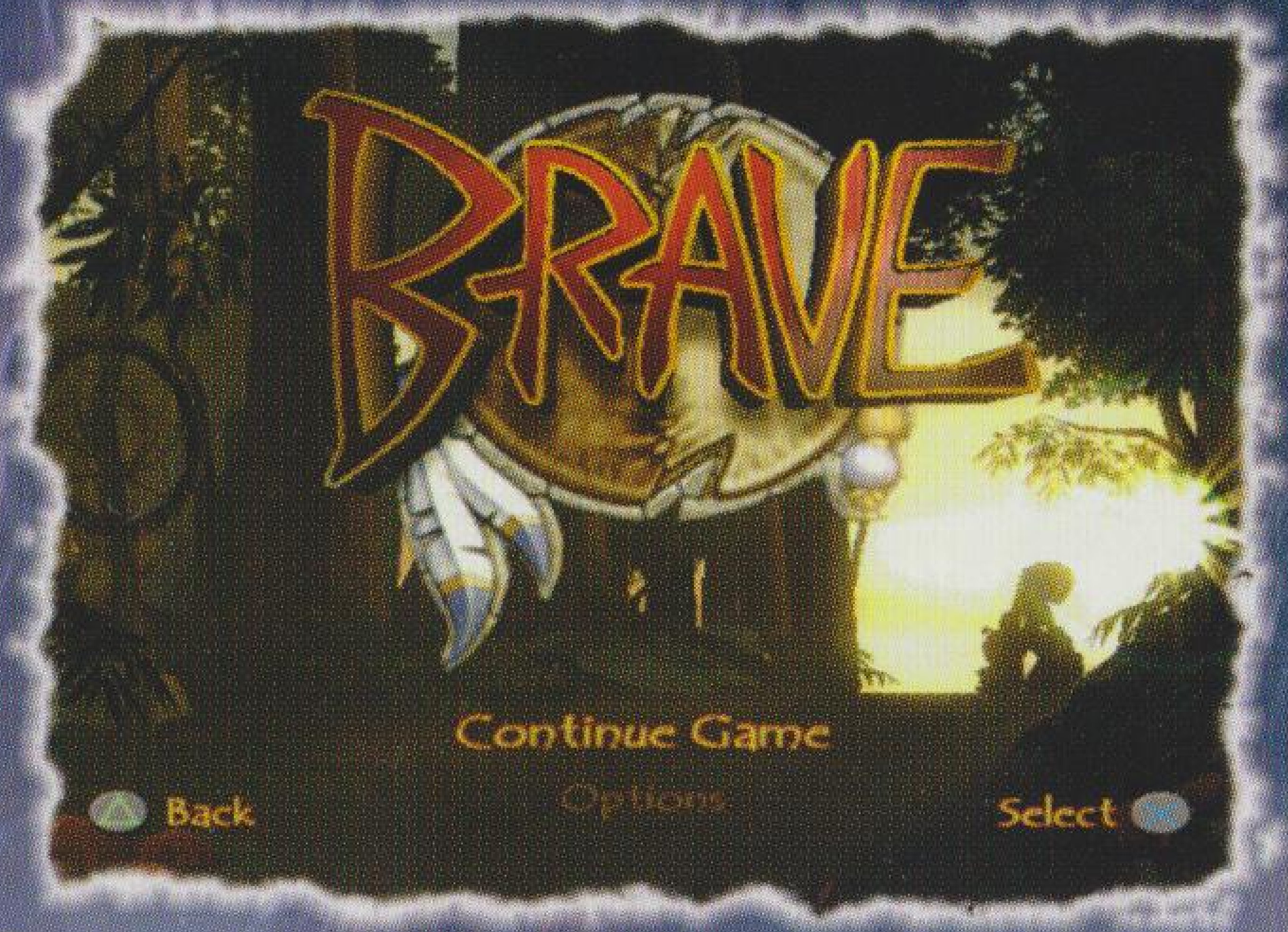
✕	Jump / Fast swim
○	Context action / Roll
□	Fight
□	(hold then release) Mighty strike
△	Shoot arrow (hold then release for more powerful shot)
SELECT	Use mobile stone

✕ + ✕	Double jump
✕ + ○	Jump into forward roll
L1 or R3	First person mode
L2	Toggle On-Screen information On/Off
R1	Centre camera behind Brave
R1	(hold) Lock on
R2	Activate power-up
START	Pause

GETTING STARTED

Previously saved BRAVE™ game data stored on a Memory Card inserted into MEMORY CARD slot 1 will be automatically loaded upon boot up. The first screen displayed on boot up is the Title Screen. Press the ► START button on the Title Screen to access the Main Menu.

MAIN MENU



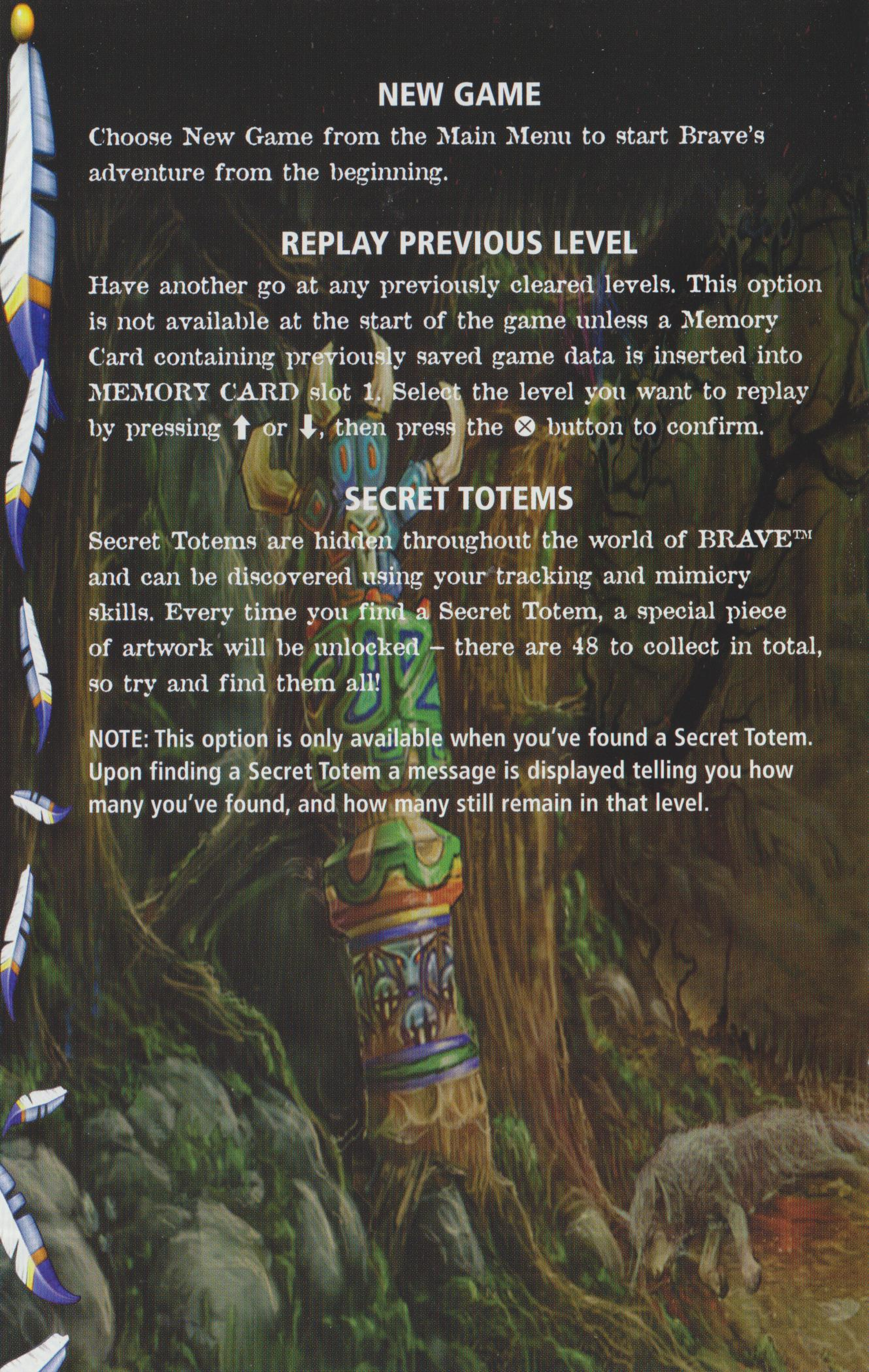
If you are playing BRAVE™ for the first time, press ↑ or ↓ to select either 'New Game' or 'Options.' If you are returning to a game previously saved to Memory Card, you can select either 'Continue Game' or 'Options.'

OPTIONS

Press ↑ or ↓ to select one of the following options from the Options Menu screen and press the ⊗ button to confirm:

LOAD GAME

Load a previously saved game from those saved to Memory Card. The game time and number of Secret Totems collected for each game are indicated on screen. Press ↑ or ↓ to select a game file and press the ⊗ button to load it.



NEW GAME

Choose New Game from the Main Menu to start Brave's adventure from the beginning.

REPLAY PREVIOUS LEVEL

Have another go at any previously cleared levels. This option is not available at the start of the game unless a Memory Card containing previously saved game data is inserted into MEMORY CARD slot 1. Select the level you want to replay by pressing ↑ or ↓, then press the ⊗ button to confirm.

SECRET TOTEMS

Secret Totems are hidden throughout the world of BRAVE™ and can be discovered using your tracking and mimicry skills. Every time you find a Secret Totem, a special piece of artwork will be unlocked – there are 48 to collect in total, so try and find them all!

NOTE: This option is only available when you've found a Secret Totem. Upon finding a Secret Totem a message is displayed telling you how many you've found, and how many still remain in that level.

SETTINGS

Use the Settings Menu to alter a variety of game preferences. Press ↑ or ↓ to select a setting option and press the ⊗ button to confirm:

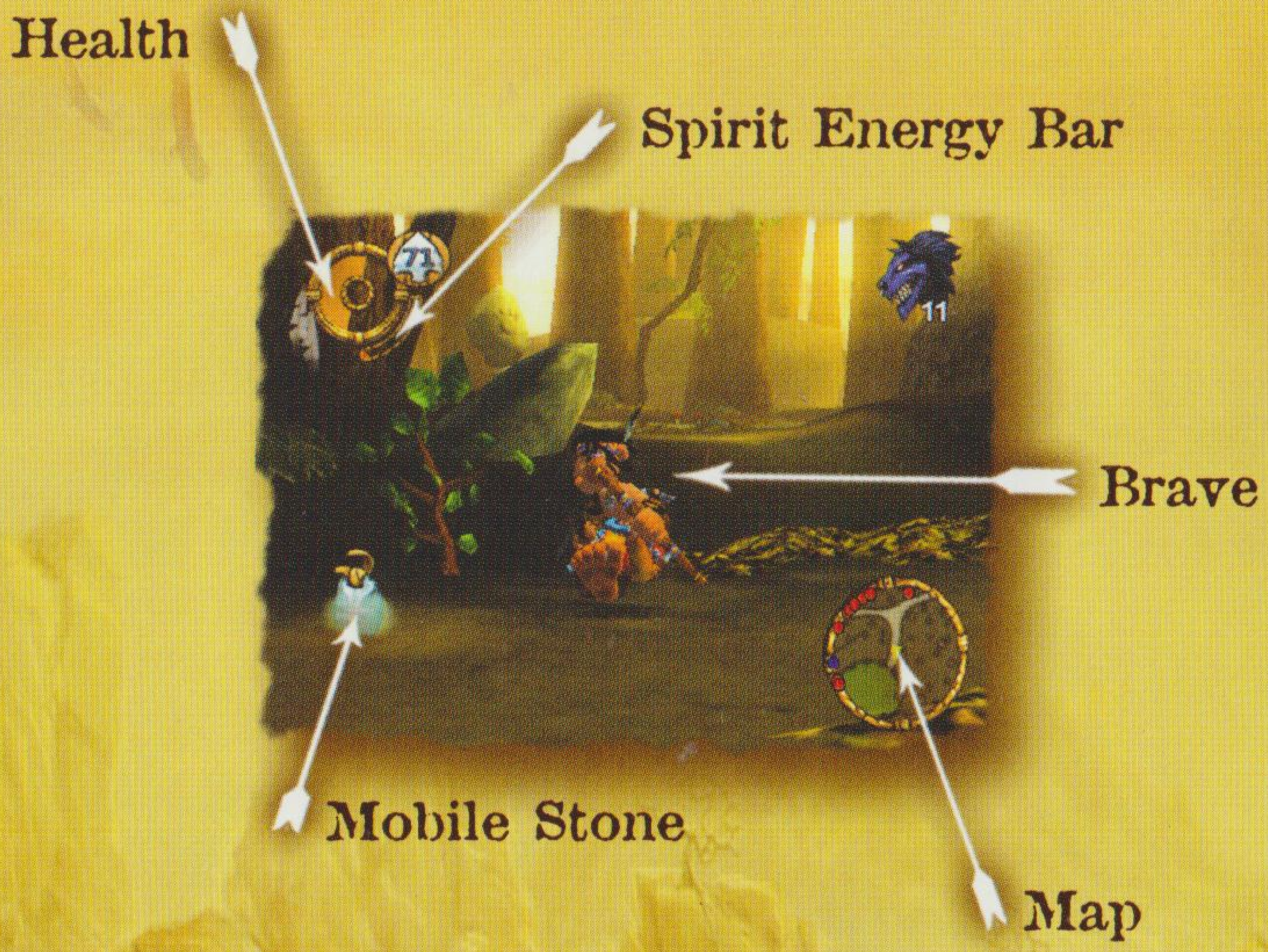
Audio	Press ← or → to increase or decrease the Music Volume, Sound Effect Volume and change the Sound Mode by choosing either Mono, Stereo or Surround.
Video	Toggle the Widescreen format and Subtitles on or off, or follow the on-screen instructions to reposition the game screen on your TV. With the screen positioned correctly press the △ button to return whilst accepting the changes.
Controls	Toggle the vibration function of the Analog Controller (DUALSHOCK®2) on or off and if desired, choose to invert (reverse) the horizontal and vertical cameras, and the flying controls.
Help System	Choose from three levels of help to determine how much assistance you receive during the game.
Language Selection	Select an alternative language. Choose from English, Français, Deutsch, Español or Italiano.

CREDITS

Check out the credits for the people who created BRAVE™.

NOTE: Press the △ button to return directly from the Options Menu to the Main Menu.

THE GAME SCREEN



NOTE: Press the L2 button to display the health, spirit bar and map. Blue circles on the map indicate places Brave needs to go, red circles signify enemies.

PLAYING THE GAME

CONTEXT SENSITIVE ACTIONS

At various times during his adventure, Brave will be able to perform particular actions, like read cave paintings, throw rocks or go fishing. The ◎ button and sometimes the ▣ button are used to perform these actions and an indictor will be displayed in the bottom left-hand corner of the game screen during these situations. The indicator tells you what button to press and what action Brave will perform.

THE MOBILE STONE

Brave's 'mobile stone' is one of his most valuable possessions as it allows Grey Bear to pass on help and advice. Whenever Brave receives a new help message, his mobile stone will be displayed on-screen. Press the SELECT button to view the message.

NOTE: The amount of help Brave receives through his mobile stone depends on the help level selected via the Options Menu. Other important in-game help messages cannot be disabled, regardless of the help level selected.

SHAMANIC SIGHT

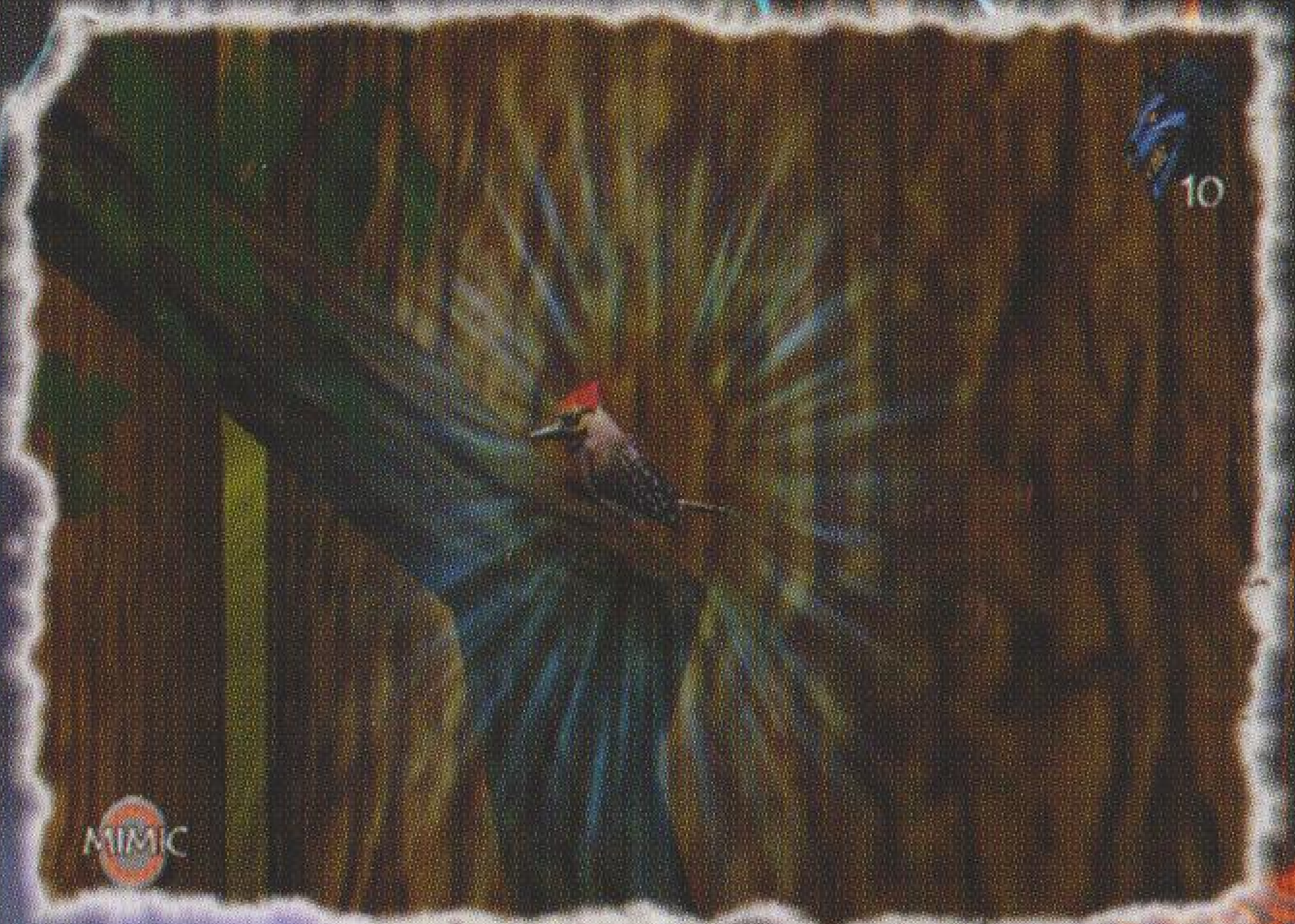
Shamanic Sight is an ancient power that has been passed down through the generations and allows the Shaman to see special 'shamanic creatures.' Before Brave can learn to use the power himself, he must first find the Shamanic Sight Carving. Grey Bear will provide some guidance once this unique artefact has been collected and from that moment on Brave can quickly spot shamanic creatures as they will each have a glowing 'aura.' Upon successfully catching a shamanic creature he will be granted a new carving which will bestow further magical powers and abilities. Some of these carvings are described in the following section of this manual, but many more will be discovered during his quest.

OTHER CARVINGS

MIMICRY CARVING

The Mimicry Carving allows Brave to mimic the call of certain birds and animals once he has spotted them. This is a particularly useful skill as Brave will quickly learn that effectively using the creatures that inhabit the environment around him is essential if his quest is going to be successful.

To use the mimicry ability, press the L1 button or the R3 button to enter first person mode and press ↑, ↓, ← or → to look around. You can also use the right analog stick to zoom in/out. When you see a creature that Brave can mimic (a glinting indicator will be displayed around the animal), focus on it and press the ◎ button.



DIVING AND CLIMBING

After obtaining the Diving Carving, Brave can dive underwater for brief periods of time. Press the ◎ button whilst swimming to dive under the surface.

The Climbing Carving must be acquired in order for Brave to climb up the ivy which covers many of the trees in the forest. To climb, simply walk up to, or jump at the ivy and press ↑, ↓, ← or →.

FISHING

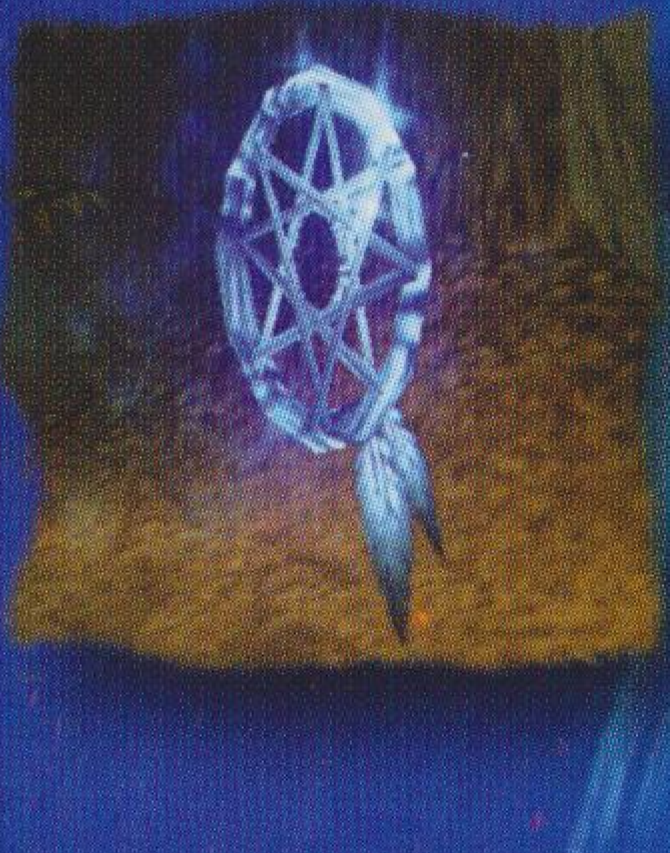
Brave can catch fish if he is holding a stick weapon and stands still in a pool where fish are present. When Brave is standing motionless in the water, press the ◎ button to change his stance, ready to strike at a fish. When the moment is right, press the ▣ button to jab the stick quickly downwards. Remember, patience is a fisherman's biggest virtue!

SPIRIT ENERGY

Once Brave finds an eagle feather for his headdress he will gain the ability to see and collect 'spirit energy' to improve his combat prowess.

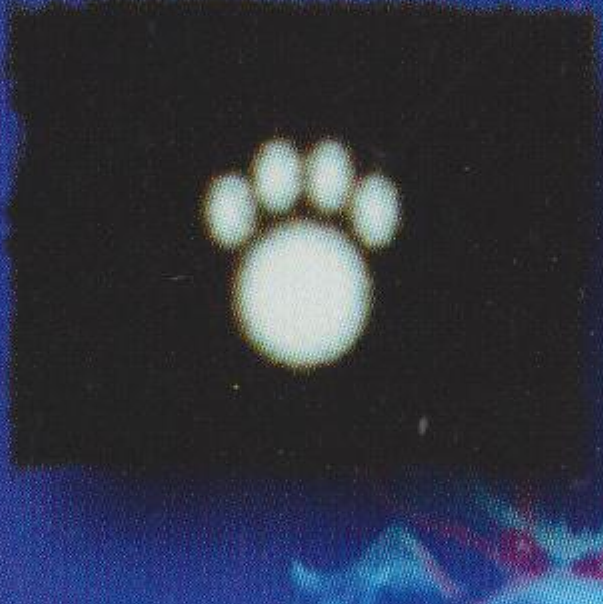
The amount of spirit energy Brave has collected is represented on his spirit energy bar, displayed on-screen next to his health meter. When he has obtained a certain amount of spirit energy a feather will become filled; press the R2 button to temporarily charge Brave with power, thus making him faster, stronger and able to pull off additional attack moves. Using a spirit charge depletes the energy in one feather. Brave should keep looking for spirit energy to keep his feathers fully charged up and ready for use. Brave will discover further eagle feathers on his journey, thus providing him with more spirit charges.

DREAMCATCHERS



Dreamcatchers are magical shamanic symbols that restore Brave's health, so remember to search for them, especially when he is low on energy. Two strengths of dreamcatchers can be found; one provides a small increase in energy, and one completely restores Brave's health.

TRACKING



Follow trails of animal prints by pressing and holding the ◎ button when near tracks. When Brave is near to the beginning of a trail, his heart will start to beat faster and a paw print will be displayed on-screen. When he uncovers a track, the next print will appear further up the path...

Brave can even sense hidden animal tracks – when you think you might be near to a trail, press the L1 button to look around and see if you can spot a paw print. You can then uncover the track by pressing and holding the ◎ button; follow the direction of the prints to find secrets.

NOTE: Brave's heartbeat whilst tracking is indicated through the vibration function of the Analog Controller (DUALSHOCK®2). The stronger the vibration, the closer Brave is to the print.

POSSESSING ANIMALS

This powerful invocation lets Brave temporarily possess and control certain creatures found in the forest. Evil creatures cannot be possessed. To possess a creature, Brave must stand on a 'possession invocation plinth' and focus on the animal in first person mode. Having done this, press the ◎ button to possess the creature.

Once he has chosen a creature to possess, Brave remains in a trance on the plinth, while he takes control of the creature. All creatures are controlled using the left analog stick, and different animals have different abilities, for example, you can make a rabbit jump by pressing the ⊗ button.

When in possession of an animal, a trail of Spirit Hoops will often become visible to show Brave where he must take the possessed creature. However, Shamanic Possession saps the user of spirit energy; if Brave starts to run out of spirit energy while in possession of a creature, the continuously draining on-screen meter will begin to flash. If Brave completely runs out of spirit energy, he will come out of his trance, back on the possession invocation plinth.

In certain instances, Brave can also use Shamanic Possession to teleport to other locations. When in possession of a creature, Brave must make the creature travel to a sacred stone circle; if he manages this before his spirit energy runs out, he will be teleported to the circle.

TRANSFORMING INTO THE BEAR

When Brave is given the opportunity to transform into the bear, he can execute a number of powerful attacks. The bear can be made to swipe with a press of the ▣ button, stomp by pressing the ⊗ button, roar by pressing the ◎ button and even eat enemies by pressing the △ button!

WEAPONS

STICKS

At the start of the game, Brave does not have any weapons, but all he has to do is find a sapling and uproot it with a press of the ◎ button. The sapling can be used as a pretty handy stick weapon; press the ▣ button to swipe with the stick. Once armed with a stick, don't forget to bash down ferns and plants to find spirit energy and dreamcatchers.

Brave can only carry one stick at a time. If he pulls a sapling from the ground whilst already equipped with a stick, then the new one will simply replace the old one. Sticks can also be turned into burning torches by holding them over a lit fire hearth or a lit torch pole; burning torches make a far more powerful weapon.

SPIRIT DANCER'S TOMAHAWK

This powerful axe once belonged to Spirit Dancer himself and allows Brave to inflict greater damage than with a stick. Wield the tomahawk by pressing the ▣ button; if you press and hold the ▣ button Brave will summon energy for a mighty strike – this is useful when you want to hit enemies with a more powerful attack and can even be used to smash boulders.

THE WARRIOR'S BOW

The Warrior's Bow is essential for defeating enemies when close combat is too dangerous. Press the △ button to fire an arrow in the direction Brave is facing and press and hold the △ button to perform a power shot.

Once Brave is equipped with the Warrior's Bow, you can also target enemies and fire arrows in first person mode by pressing the L1 button or R3 button, then using ←, →, ↑, ↓ to aim. Brave can also lock on to targets by pressing and holding the R1 button. You can get more arrows by collecting quivers.

DANGERS FROM THE FOREST AND BEYOND

Brave will have to overcome all kinds of enemies if he is ever to find Spirit Dancer, from the beetles and bugs of the forest to the rabid wolves that prey on those who dare to step foot into the forest clearings they patrol. Even more dangerous are the Fallen Warriors, skeletal soldiers resurrected to cut Brave down to size. There are three different types of Fallen Warrior; be especially wary of those wearing heavy-duty armour! Fallen Warriors always attack in groups and carry deadly weapons; even the loss of limbs won't deter these brutes from continuing their attack.

Whilst a good Shaman must feel at one with nature and be able to use the land to their advantage, they must also accept that the natural world contains many hazards. Brave will often find himself scaling some of the tallest trees in the forest and leaping from cliffs and ledges – in these dangerous situations, be extra careful not to fall! Spiky grass, roots, bushes and nettles can also sap energy, conceal pathways and provide the perfect hiding place for wolves...

OTHER CHALLENGES

Brave's journey will take him through many varied environments and each type of terrain will present different challenges and obstacles, friends and enemies. How will Brave traverse the white-water river? How can he collect the giant totem pieces that lay scattered across Maiden Rock valley? And how will he cross the great desert? The answers must be found if Brave is to save his village, but this is a journey of discovery... you'll have to figure some things out for yourself!

THE PAUSE MENU

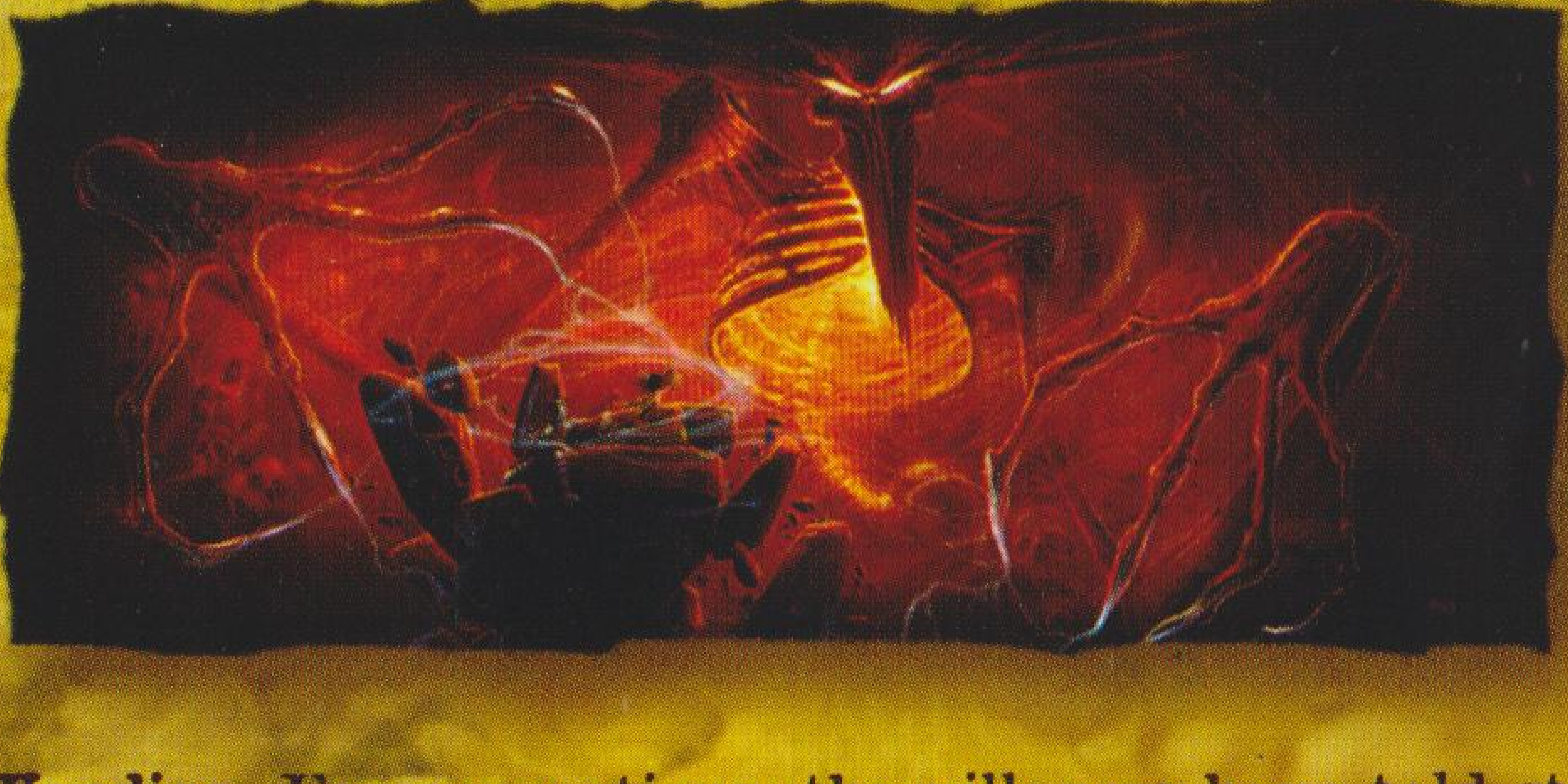
Press the ▶ START button at any point to pause the game and access the Pause Menu. Use this menu to view Secret Totems or change Options following the same procedure as outlined earlier in this manual for the Options section of the Main Menu. You can also load an alternative game previously saved to Memory Card or save your current progress. Select Continue or press the △ button to return to the game, or select Quit Game to return to the Main Menu.

CHARACTERS

Meadow Flower is Brave's friend from the village. They've known each other all their lives and they often get into scrapes together. Despite her youth, Meadow Flower is a very astute girl and helps Grey Bear set up the challenges that will allow Brave to prove himself as a warrior.

Grey Bear is the village storyteller who sees the potential in Brave. Over the years, Grey Bear has chronicled much of his wisdom in the cave paintings that can be found littered throughout the world; this information will be of vital importance to Brave, and as his adventure begins, Grey Bear's help will become more significant than either could have ever imagined...

Hooded Crow is the village Shaman. A somewhat cranky character, Hooded Crow is convinced of his own abilities and is waiting for a chance to show the rest of the villagers what he can do. But Grey Bear has noticed this arrogance and is worried that Hooded Crow might not be as strong as he thinks he is.



The Wendigo. For generations, the villagers have told stories about this evil being of immense power. However, because of all the tales and hearsay, in recent times the Wendigo has become little more than a peculiar old legend; a way for parents to scare their children from venturing too far into the forest. But, like dreams, sometimes nightmares can come true...

CREDITS

VOICE TALENT

Brave	Jake Thomas
Grey Bear	Hamilton Camp
Meadow Flower	Chelsea Emata
Hooded Crow	Andre Sogliuzzo
Eagle Spirit	Andre Sogliuzzo
Wendigo	Fred Tatasciore
Thunderbird	Fred Tatasciore
Sasquatch	Fred Tatasciore
Wolf Spirit	Paul Pape
Spirit Dancer	Paul Pape
Maiden Rock	Gwendolyn Yeo
Arnaluk	Tom Kenny
Villagers	Andre Sogliuzzo, Paul Pape, Gwendolyn Yeo, Chelsea Emata

VIS ENTERTAINMENT LTD

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Many thanks to George Campbell at McGrigor Donald Solicitors, Lochee Primary School and the rest of VIS entertainment ltd.

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Special Thanks	Greg Duddle, John Meegan

This game uses Lua 5.0 (www.lua.org).

	Customer Service Numbers	POWERLINE FOR GAME HELP
• **Australia**	**1300 365 911*** *(Calls charged at local rate.)	(No longer available.)
• **Österreich**	**0820 44 45 40**** **(0,116 Euro/Minute.)	**0900 24 12 50*** *(0,676Euro/Minute.)
• **Belgique/België/Belgien**	**011 516 406** Tarif appel local / Lokale kosten	Le numéro n'est plus en service/Niet langer verkrijgbaar (No longer available.)
• **Česká republika**	**222 864 111** Po - Pa 9:00 - 17:00 Sony Czech. Tarifováno dle platneých telefonních sazeb. Pro další informace a případnou další pomoc kontaktujte prosím **www.playstation.sony.cz** nebo volejte telefonní číslo +420 222 864 111.	**283 871 637** Po - Pa 10:00 - 18:00 Help Line Tarifováno dle platneých telefonních sazeb.
• **Danmark**	**70 12 70 13** support@dk.playstation.com Man-fredag 18-21; Lør-søndag 18-21	**70 12 70 13** support@dk.playstation.com Man-fredag 18-21; Lør-søndag 18-21
• **Suomi**	**0600 411 911** 0.79 Euro/min + pvm fi-hotline@nordiskfilm.com maanantai - perjantai 15-21	**0600–411911** 0.79 Euro/min + pvm fi-hotline@nordiskfilm.com maanantai - perjantai 15-21
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• **Ελλάδα**	**00 32 106 782 000**** **Εθνική Χρέωση	(No longer available.)
• **Ireland**	**0818 365065** All calls charged at National Rate.	(No longer available.)
• **Israel**	**09 971170**	**1 800 390 900** ל 17:00 בכל יום מלבד ימי שישי וערבי חג קווי התמיכה פעילים בין השעות 12:00
• **Italia**	**199 116 266** Lun/Ven 8:00 - 18:30 e Sab 8:00 - 13:00: 11,88 centesimi di euro + IVA al minuto Festivi: 4,75 centesimi di euro + IVA al minuto Telefoni cellulari secondo il piano tariffario prescelto	Non più disponibile. (No longer available.)
• **Malta**	**23 436300** Local Rate.	**23 436300** Local Rate.
• **Nederland**	**0495 574 817** Interlokale kosten.	Niet langer verkrijgbaar. (No longer available.)

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• **New Zealand**	**09 415 2447** National Rate.	**0900 97669*** *(Before you call this number, please seek the permission of the person responsible for paying the bill. Call cost $1.50 (+ GST) per minute).
• **Norge**	**81 55 09 70** 0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt support@no.playstation.com Man-fredag 15-21; Lør-søndag 12-15	**81 55 09 70** 0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt support@no.playstation.com Man-fredag 15-21; Lør-søndag 12-15
• **Portugal**	**707 23 23 10**** **Serviço de Atendimento ao Consumidor/ Serviço Técnico.	**707 23 23 10*** Custo de Chamada Local *Serviço de Ajuda para Jogos
• **España**	**902 102 102** Tarifa nacional	**902 102 102** Tarifa nacional
• **Россия**		**+7 (095) 238-3632**
• **Sverige**	**08 587 822 25** support@se.playstation.com Mån-Fre 15-21, Lör-söndag 12-15	**08 587 822 25** support@se.playstation.com Mån-Fre 15-21, Lör-söndag 12-15
• **Suisse/Schweiz/Svizzera**	**0848 84 00 85*** Tarif appel national / Nationaler Tarif / Tariffa Nazionale	**0900 55 20 55*** *(CHF 3.20 -/Minute), (CHF 3.20 -/minute), (CHF 3.20/minuto.)
• **UK**	**08705 99 88 77** National rate. Calls may be recorded for training purposes	(No longer available.)

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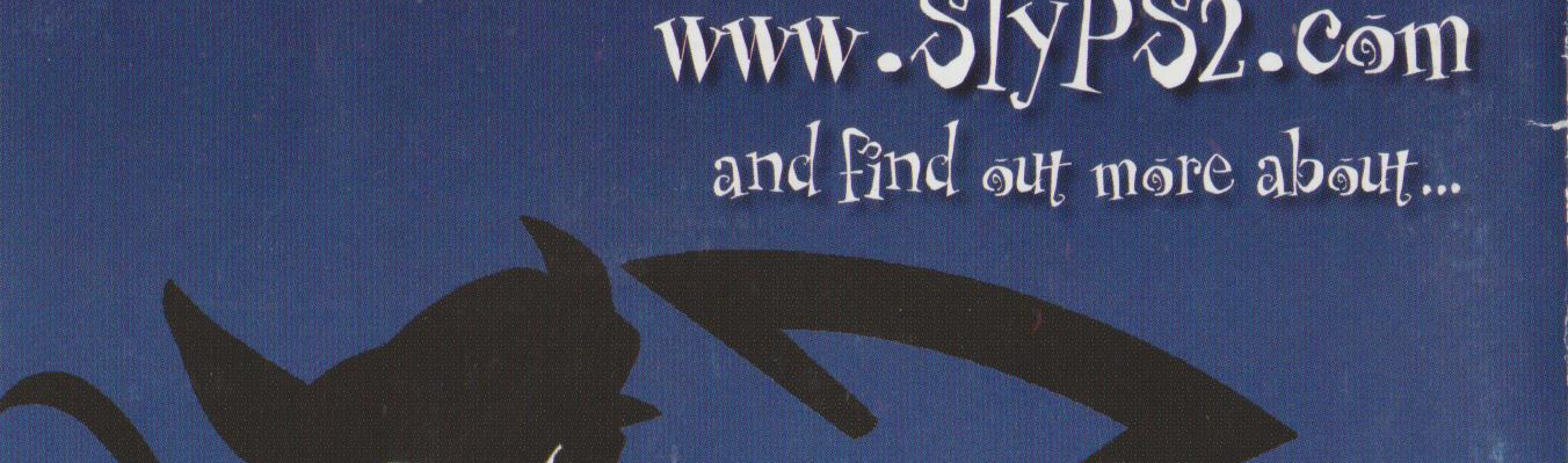

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